

FIG. 1

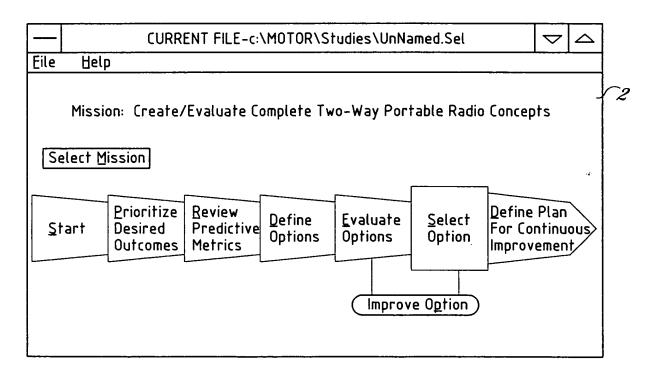


FIG. 2

_	GETTING ST	ARTED
	Using a scale of 1-10, where 10 is critica not important at all, how important is it	lly important and 1 is to you that
	End Users are satisfied by the final solution	1 -Importance Rating- 10 8 ←
	Decision Makers are satisfied by the final solution	4
	Stakeholders are satisfied by the final solution	4 • •
	Manufacturing Personnel are satisfied by the final solution	4 • •
	⊠Use Default Values	
	Help Print	Cancel Done

FIG. 3

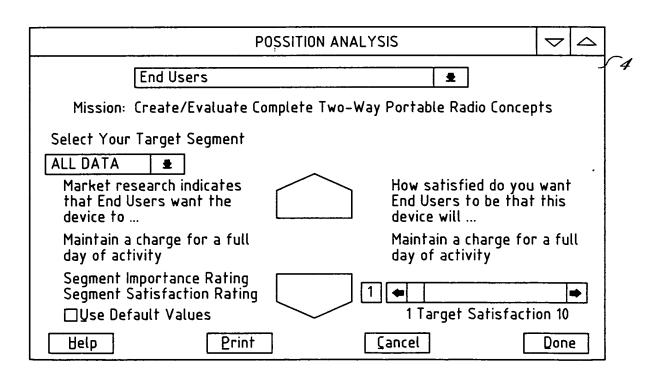
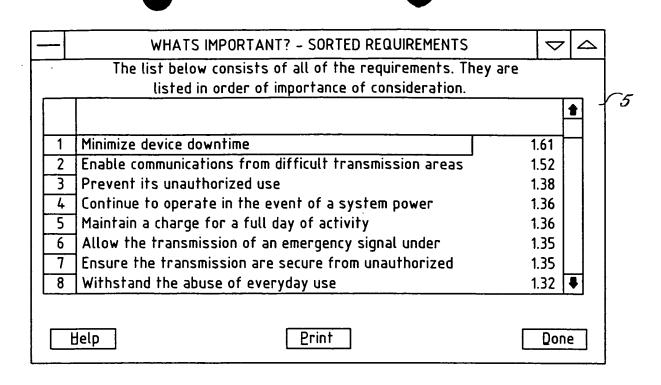


FIG. 4



<u>FIG.</u> 5

	PRIORITIZED PREDICTIVE METRICS	$\nabla \triangle$
1	Increase percent of time the device can access the desired receiver (difficult trans)	2.00
2	Reduce number of receptions that can be understood by unintended recipients	1.75
3	Reduce cost of accessories	1.56
4	Reduce number of features that can be customized	1.43
5	Reduce cost of replacement batteries	1.43
6	Reduce time/steps/force to trigger an emergency request	1.40
	Help Print Description	Done

FIG. 6

	METRIC DESCRIPTION	$\overline{\ }$	
Pr	edictive Metric		{}
Incr	ease percent of time the device can access the desired receiver (difficu	lt)	•
Me	tric Description		
			]
	Print	Don	e

<u>FIG.</u> 7

	DEFIN	ING Y	OUR OPTIONS	$\overline{\ }$		
1 2 3 4 5 6 7 8 9 10 11	Current Situation, No Changes Option 1 Option 2	*	This option assumes you will me changes in your current situat you set this option as your bat option in the next screen, you compare the alternative option what you already have.	ion. seline can	lf	8
	Help Print		Cancel	Don	e	

FIG. 8

1

	SETTING THE BASELINE FOR COMPARISON	$\nabla \triangle$	
	A basis for comparison is required. Identify the option against whi others will be compared. You should select the option you expect best satisfy your requirements. Upon completion you will be ready evaluate your options.	will	9
Cur	rent Situation, No Changes	•	
	What percent of the Predictive Metrics do you want to use to evaluate your Options?		,
	Help [Cancel]	Evaluate	

FIG. 9

	-				
	-	EVALUATION OF OPTION	S		
0	pti	on Under Evaluation			
Ор	tio	n 1		•	\
В	ası	eline Option			10
Cu	rre	nt Situation, No Changes			
		e option under evaluation better, worse or the same baseline option at ensuring you	ne	146	
			_		
	1	Increase percent of time the device can access the desired receiver (difficult trans)	Better Than Baseline		
	2	option under evaluation better, worse or the same baseline option at ensuring you  ncrease percent of time the device can access the desired receiver (difficult trans) Reduce number of receptions that can be understood by unintended recipients  Worse Than Baseline			
	3	Reduce cost of accessories			
	4	Reduce number of features that can be customized	Better Than Baseline	#	
	Ŀ	Jelp Print	Dor	ne	

FIG. 10

		_11
	RESULTS OF EVALUATION	
Evaluation Saved As:	Default Evaluation Set	
Baseline Option:	Current Situation, No Changes	
		•
1 Option 1		5.48
2 Option 2		0.00
New B	Refine Options	
Help	Print	Done

FIG. 11

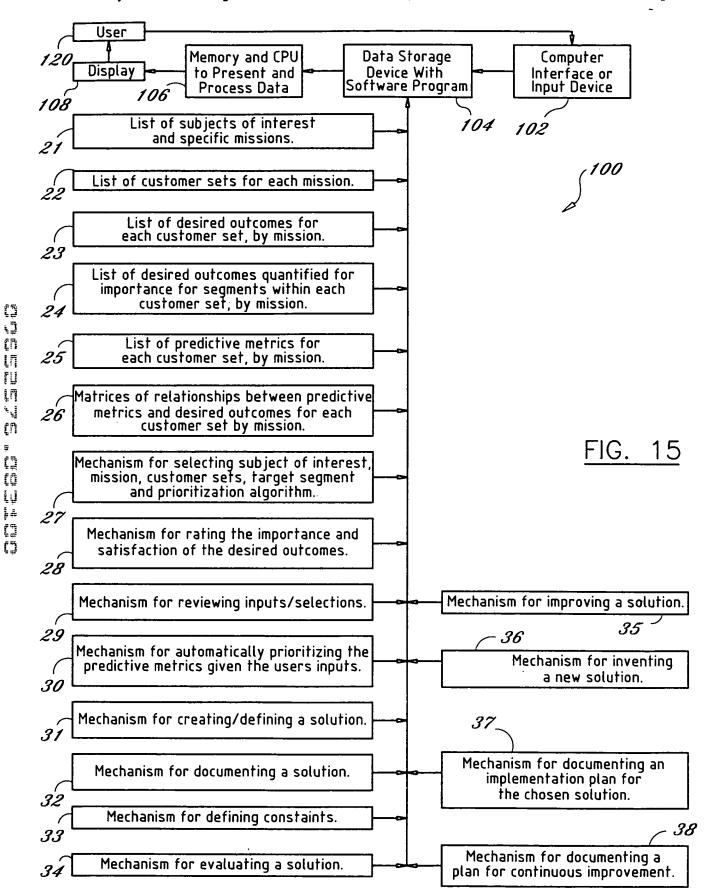
	_12	
	IMPROVE YOUR OPTIONS	$\triangle$
Eva Opt	aluation Name: Default Evaluation Set	•
نے ا	ion 1	
	s option does not do well at ensuring you uce number of receptions that can be understood by unintended recipients	₽.
	y did this other option score better?	
No	Option Did Better Than The Baseline Option	ቜ
How	New Option Name  Save New Option	
	Help Print Analysis Done	2

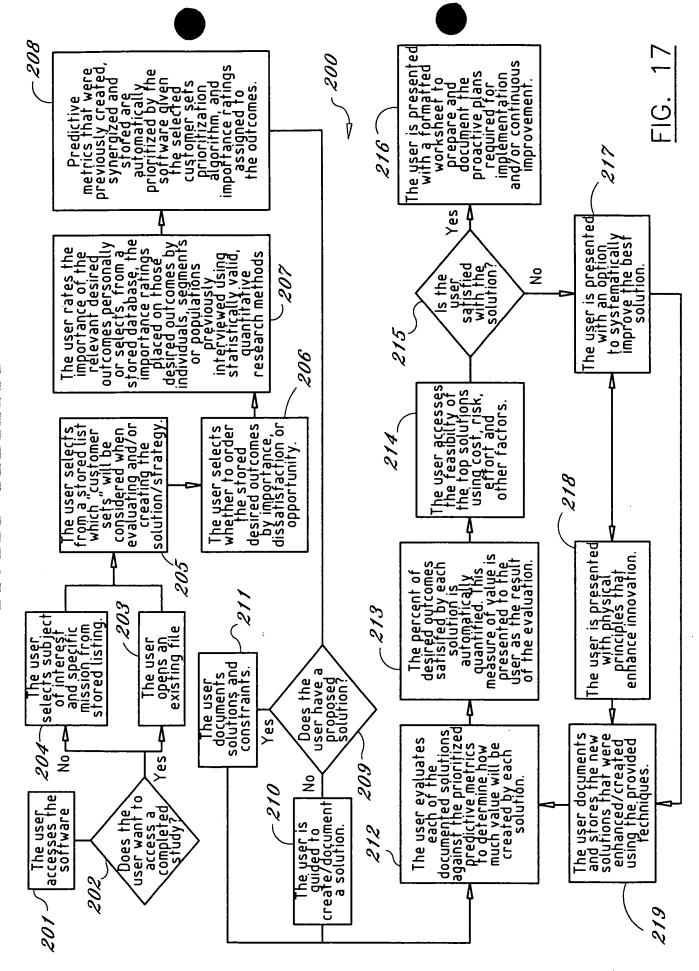
FIG. 12

FIG. 16

Target Values

Detailed System Level Logic For The Creation And Optimization Of Solutions And Strategies





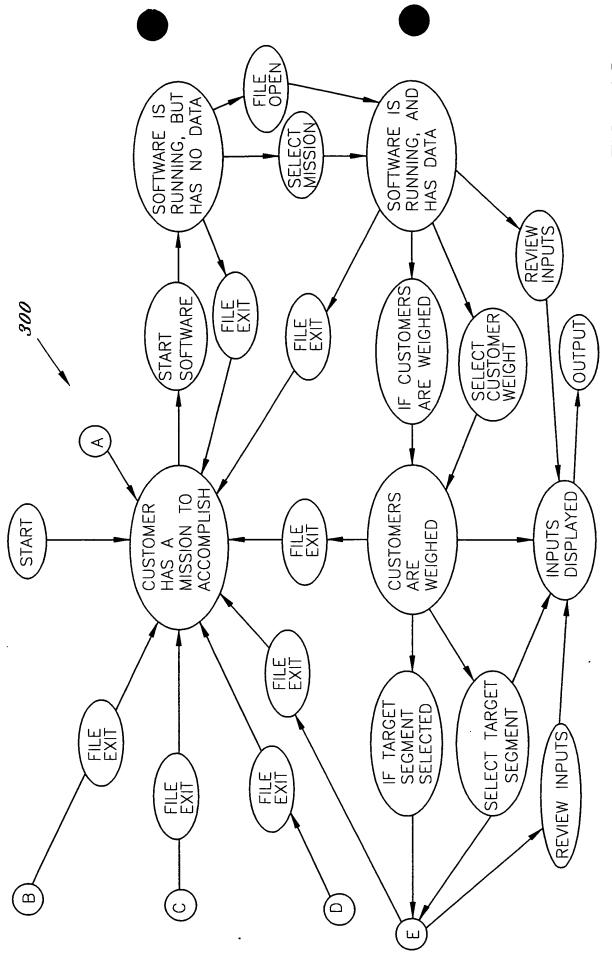
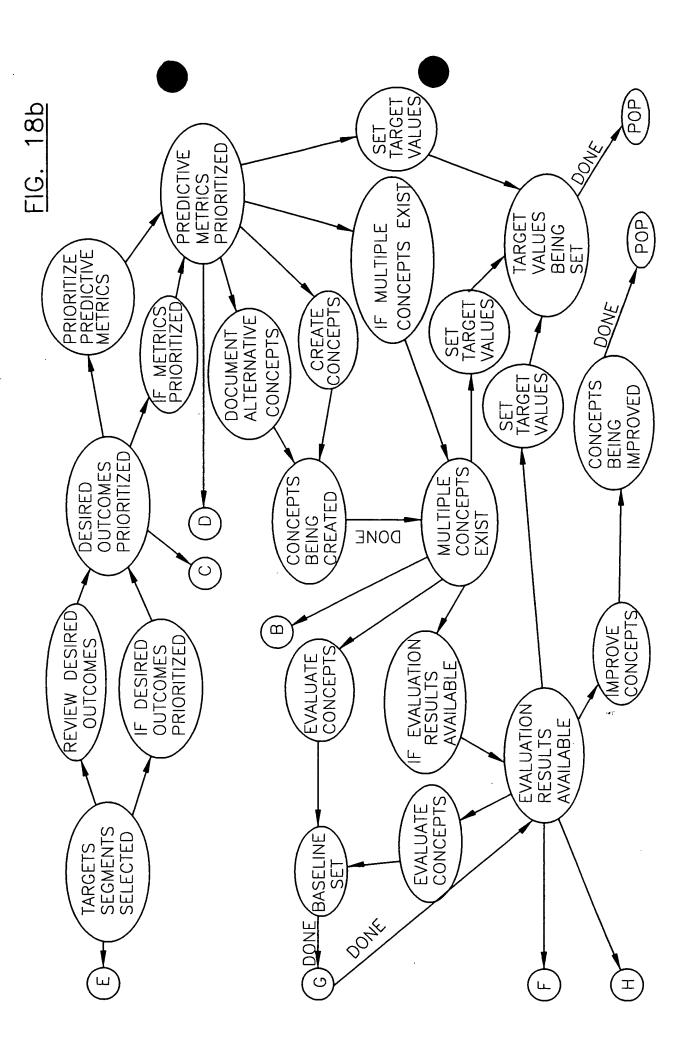
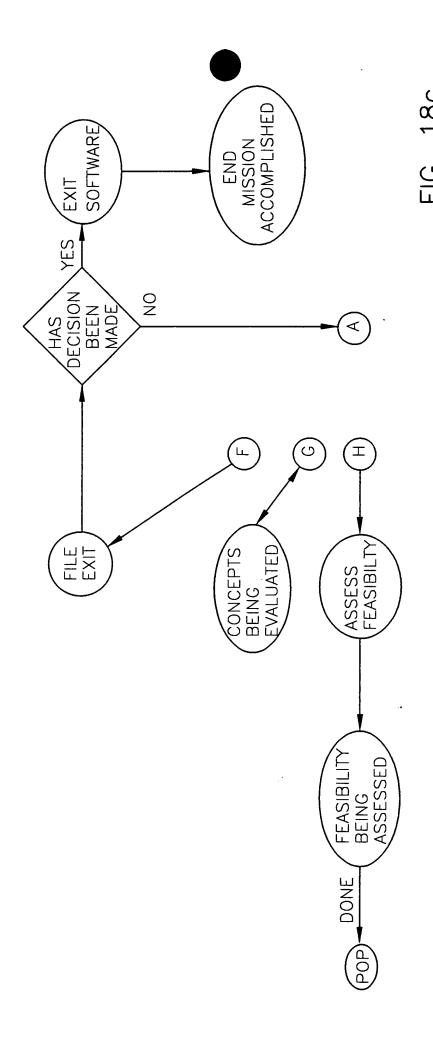


FIG. 18a



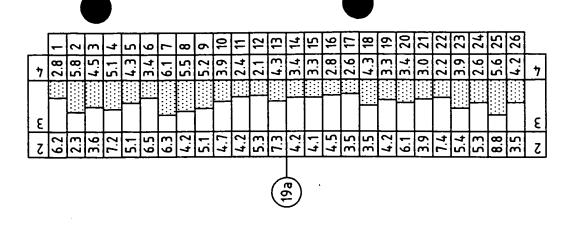


## والتعلق المسائل المنافعة المسائل المسائلة المائل المسائلة المسائلة

Example - The Process Of Business		FIG		9						₹	WHATS		N Z	Strong	9 4	• (	<u></u>		
MANAGEMENTS PRIORITIZED DESIRED BY OUTCOMES OPPORTUNITY									<b>€</b>	포	V.S. HOWS		Ē <b>≥</b> ]	Weak	ale ale	o			
NOI	<u>ع</u> ا	7	9	8	6	01	21	17 El	SL	91	81	61	12	22 21 20	23	57 5¢	97		
Deliver value to its employees	◁	◁	◁	◁		<u> </u>					0	abla	-					4.5	
Utilize its collective knowledge to make the best decisions2	•		◁	_		◁		H		$\vdash$	0	0	▽		$\vdash$			9.5	
Perform its actions in order of importance/value 3		7	V					$\nabla$	∇		Ш		Н			Щ		7.2	
Deliver value to its investors 4	700		0	0	$\nabla$	$\nabla$	$\nabla$	$\nabla$	$ \nabla$	0 0	7							8.1	
Quickly transform its ideas into something of value 5	70					$\nabla$		$\nabla$	abla				$\nabla$		0			8.9	
Motivate its employees to take action 6	<b>V</b> O		•	_		$\nabla$					0	0	0		ব	◁		5.5	
Deliver value to its customers	70	V		•	0	┚		의	abla		◁		٥			_		9.7	
Compete effectively against other organizations 8	\[\nabla \  \nabla \]	7	V	•	0	0	Ö			$\dashv$					죄	_		8.8	
Minimize its risk of failure	70	V		0	•		$\nabla$		0	70	$\nabla \nabla$		$\nabla$					8.3	
Strengthen its skills and abilities 10				0		$\nabla$				-					$\vdash$	0		6.2	
Motivate its employees to think creatively	0				$\nabla$	•	$\nabla$					0						3.9	
Protect itself from threats	$\nabla$			$\nabla$	0		<b>(</b>	V		7	V				$\dashv$			3.4	
Control its own destiny	7			V	Ø	$\nabla$		$\nabla$	$\nabla$	00	즤	<u> </u>	a	∇				6.8	
Eliminate unnecessary actions	)	7 0	$\nabla  \nabla$		0	$\nabla$			0	$\Delta   \Delta$	7	◁				٥		5.5	
Minimize the effort required to achieve the desired results 15		7	V					$\nabla$	•		$\nabla$	abla	$\nabla$		0			5.3	
Incorporate required change with minimal disruption 16								∇		$\nabla$		0	$\nabla$			Н		4.5	(§
Operate with a focus on long term success	4	ᅒ		V										$\nabla$	7]	V		4.2	
Cooperate across functions to achieve organizational goals 18						Н				7]	lacktriangle		H		0	◁		6.8	-
nternal resistance	$ \nabla $	_	$ \nabla $	_	◁		7	abla	◁	◁	0	•	$\dashv$					2.2	
	7			V	∇		٥		◁					ಶ	$\dashv$	$\dashv$		5.5	
Implement its plans without internal resistance 21	00		$ \nabla $		V		7	$\nabla$	$\nabla$		0	0			죄			8.	
Eliminate dependencies that are self-destructive 22				$\nabla$		Ø	7	0		a				•		_		3.5	
Coordinate its actions across all functions 23	7	7   7									0	◁			•			6.3	
Possess the skills to achieve its goals 24	$\nabla$	7	V			0				H								4.2	
Assume responsibility for its success			0		$\nabla$		7	$\nabla \nabla$			0	V	0			•		9.0	
Minimize the effort required to obtain a customer 26	$\nabla$			00		Į		_							_	-	•	6.7	
Normalized Importance	0.S S.T	7.2 6.2	8.£ 0.£	1'7 6'7	۶.٤	6.ε 2.ε	8.2	7.2 9.5	ל 3	8 Z	7.8 7.ε	9.2	0.S 8.E	2.0	6.7	2.5 2.9	1.2	ı	
Maximum value = 10.0 Normalized Importance 2 Minimum value = 0.0																		7	
			1					1			-							]	

7	Percent Importance
$\exists$	0.f-= sulav muminiM
١	·
_{_{E} }	9) Percent Importance O.St = 9Ulev mumixeM
Z	Satisfaction With Current Approach (Top 2 Box)
٦	mportance (Top 2 Box)
97	-> Number of known characteristics of the target customer
52	
77	-> Percent of skills acquired to achieve the desired results
EZ	-> Percent of actions coordinated across all funtions
22	Number of self-destructive dependencies
12	-> Percent of employees that are committed to plans affecting themselves
30	-> Number of opportunities for stakeholders to achieve their desired outcome
61	-> Percent of employees that are involved in decisions affecting themselves
81	-> Number of decisions made through organisational consensus
LL	-> Percent of long-term outcomes considered in decision making
9١	-> Number of plans that are out of phase with long term plans
SI	Number of actions taken that will not predict success
りし	Aumber of actions that cannot be traced to the delivery of value
٤١	<- Number of actions that are externally motivated
ZL	-> Number of defenses from threats/danger
ш	-> Number of opportunities for creative thinking
OL	-> Number of actions taken to grow a skill
6	-> Number of decisions that consider all the facts
8	-> Number of actions accomplished to establish a strength
L	earnootro of opportunities for customers to achieve their desired outcomes $ert$ –
9	→ Percent of positive actions that are rewarded
S	Time it takes to turn ideas into something of value
7	-> Number of opportunities for investors to achieve their desired outcomes
٤	-> Percent of required actions prioritized for synegistic value
7	⊢> Number of knowledgable employees involved in decision making
I	-> Number of opportunities for employees to achieve desired outcomes

(	(19a)	)



Minimize value = 10.0 Normalized Importance Maximum value = 0.0	Normalized Importance	Protect itself from threats	Eliminate dependencies that are self-destructive	Motivate its employees to think creatively	Possess the skills to achieve its goals	Operate with a focus on long term success	Incorporate required change with minimal disruption	Deliver value to its employees	Implement its plans without internal resistance	Incorr te change with minimal internal resistance	Minimize the effort required to achieve the desired results(7)	Deliver value to its stakeholders	Eliminate unnecessary actions	Motivate its employees to take action	Strengthen its skills and abilities	Coordinate its actions across all functions	Minimize the effort required to obtain a customer	Cooperate across functions to achieve organizational goals 10	Control its own destiny	Quickly transform its ideas into something of value	Perform its actions in order of importance/value	Deliver value to its investors	Minimize its risk of failure	Compeffectively against other organizations	Assume responsibility for its success	Utilize its collective knowledge to make the best decisions 2	Deliver value to its customers	ORGANIZATION	ON ITS OPPORTUNITY	DESIRED PRIORITIZED	Example- The Process Of Business
2	-	26	25	24	23	22	21	20	19	<del>2</del> 8	1517	16	5	14	ದ	12	11	s 10	9	æ	7	6	5	4	3	152	1				
골 <del>후</del>	8.2							0	0	0	D	_		0		0		•	Δ			Н	Δ		0	0	Δ	1			
÷ 1	7.2	Δ		0	Δ				0	Δ				Δ			Δ		Δ	0		Δ	0	Δ		•	0	2			
en:	5.9										0	Δ	0			Δ	Δ			Δ	•	Δ	Δ				Δ	3		1	<u> </u>
	5.6			0			0	▷	0	•	▷		△	0		Δ			$\nabla$						$\nabla$	0		4			G
	5.5			Δ		<u> </u>		L	Δ	Δ	L	Δ	0		L				$\triangleright$			△		0	Δ		0	5		}	•
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	3.9		△					Δ			▷				0	_	0		7	_	_	$\vdash$		7	7		$\overline{}$	9 10			
1.0	3.9	$\dashv$	Δ		0		1	Δ	$\vdash$		٢							$\dashv$				괵	-	ΔΟ	Δ		0	11			
	3.8		_		) [		-	7	-		Δ	_	Δ			Δ		$\dashv$	$\dashv$		D	ᅴ	_	$\frac{3}{6}$		-		12			
	3.6						Δ		•		Δ	_		0		-		$\dashv$	$\dashv$	Ď		케	Ь	-	o	$\triangleright$	Ы	13			
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	3.0							Δ	٥	Δ			Δ	•											O	$\triangleright$		16	_		
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	2.8				Ц		Ш					Δ					$\Box$	_[			[	▷	△	0				18			
	2.8		싀				•	_	Ų	V			Δ			_		_		ļ	_	D		_		_		19		H -	, ¥
	2.7			_		Ļ	$\dashv$		Δ	Δ			Ш	Щ	늬			_	•		_		_	의		_	_	20		HOW's	WHATS
	2.6 2.4		$\dashv$			ΔΔ		$\sqcup$				_	-	Щ	0	_	_	4	_	_	-		_				-	21		-	S
H—	2.1		$\dashv$		$\dashv$	뷔	$\dashv$	$\triangleright$	$\vdash$				-	Н	$\vdash$	$\dashv$		$\dashv$	$\dashv$	$\dashv$	$\dashv$	4	$\dashv$			$\dashv$		22 23		₹ 3	S
	2.0	$\dashv$			$\dashv$	$\dashv$	$\dashv$	$\vdash$	$\dashv$	-			$\vdash$	$\dashv$		$\dashv$	•		Ы	$\dashv$	-	$\dashv$				$\dashv$	$\dashv$	24		Weak	Strong
	2.0	+	$\dashv$	$\dashv$	$\dashv$	Ы	$\dashv$	$\overline{D}$	$\triangleright$	$\dashv$	Н		$\vdash$	히	$\dashv$	$\dashv$	-	$\dashv$	4	$\dashv$	-	ਰੀ		Ы	-	$\dashv$	ᅱ	25		ן ח	اٍڡ
	2.0	$\dashv$		$\dashv$	$\dashv$	Ď	$\dashv$	-		$\dashv$	$\exists$	D	$\vdash$	러	-	-	-		ᅵ	-	ᅱ	쒸	$\dashv$	-	ᅱ	$\dashv$	$\dashv$	26		D C	
7	1	7.5	3.5	3.9	4.2	4.2	4.5	4.5	4.8	5.2	5.3	5.5	৸	5.5	6	6.3	6.7	6.8	$\rightarrow$	6.8	7.2	8	8.3	8.8	9.0	9.2	9.7	1		<u> </u>	
		4	S	७	<u>2</u>	7	<u>5</u>	S	œ	7	īω	Ġ	5	Š	2	w	7	00	00	∞	7	<u> </u>	w	00	의	7	ᆀ	لــــــــــــــــــــــــــــــــــــــ			

FIG. 20b

	1	-> Number of decisions made through organizational consensus
	2	−> Number of owledgable employees involved in decion making
	3	-> Percent & equired actions prioritized for synegistic value
	4	-> Percent of employees that are involved in decisions affecting themselves
	5	-> Number of decisions that consider all the facts
j	6	-> Percent of actions coordinated across all funtions
	7	−> Number of opportunities for customers to achieve their desired outcomes
	8	- Number of actions taken that will not predict success
	9	-> Number of actions accomplished to establish a strength
		Number of actions that cannot be traced to the delivery of value
		-> Number of actions taken to grow a skill
		Time it takes to turn ideas into something of value
	13	-> Percent of employees that are committed to plans affecting themselves
(2)	14	-> Number of opportunities for creative thinking
(2) (a)	15	-> Percent of long-term outcomes considered in decision making
İ		-> Percent of positive actions that are rewarded
	17	-> Number of failures linked to inadequate actions
	18	-> Number of defenses from threats/danger
		- Number of plans that are out of phase with long term plans
		- Number of actions that are externally motivated
ĺ		-> Percent of skills acquired to achieve the desired results
		-> Number of opportunities for investors to achieve their desired outcomes
		-> Number of known characteristics of the target customer
		-> Number of opportunities for stakeholders to achieve their desired outcomes
į	25	-> Number of opportunities for employees to achieve desired outcomes
	26	- Number of self-destructive dependencies
	1	Importance (Top 2 Box)
	2	Satisfaction With Current Approach (Top 2 Box)
	3	Maximum value = 12.0 Percent Importance
		Minimum value = -1.0
	4	Percent Importance

													(0	<u>)</u>													
2	5.3	7.4	4.2	5.3	3.5	4.5	$6.\overline{2}$	3.9	4.2	4.1	6.1	4.2	8.5	7.4	5.4	3.5	3.5	7.3	5.1	3.6	7.2	5.1	4.2	8.8	2.3	6.3	2
3																											3
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4	2.1	2.2	2.4	2.6	2.6	2.8	2.8	3.0	3.3	ω W	3.4	3.4	3.4	3.9	3.9	4.2	4.3	4.3	4.3	4.5	5.1	5.2	5.5	5.6	5.8	6.1	4
	26	25	24	23	22	21	20	19	18	17	16	5	14	3	12	11	10	9	8	7	6	5	4	3	2	1	

## CONCEF

Fvaluation (riteria			nce
CONCEPT SELECTION AND EVALUATION ANALYSIS		d Importance	value = 10.0 dized Importa value = 1.0
		Normalize	Norma
- 4	2 -	8.2	
- > Percent of knowledgable employees involved in decision making	u 7	7.2	
> Percent of employees that are involved in decisions affecting themselves	4	5.6	
	5	5.5	
-> Percent of actions coordinated across all funtions	6	4.9	
1	7	6.4	
<ul> <li>Percent of actions taken to establish a strength</li> </ul>	φα	r. 1	
Percent of actions that cannot be traced to the delivery of value	10	3.9	
-> Percent of actions taken to grow a skill	11	3.9	
Time it takes to turn ideas into something of value	12	8.8	
-> Percent of employees that are committed to plans affecting themselves	₩	3.6	
- Number of opportunities for creative thinking	<u> </u>	ب ب آ	
-> Percent of positive actions that are rewarded	6	3.0	:::::::::::::::::::::::::::::::::::::::
-> Number of failures linked to inadequate actions	17	2.9	
of defenses fi	8	2.8	
<u> </u>   🔍	3	2.8	
Percent of actions that are externally motivated	20	2.7	
-> Percent of skills acquired to achieve the desired results	21	2.6	
-> Number of opportunities for investors to achieve their desired outcomes	22	2.4	
-> Percent of known characteristics of the target customer	23	2.1	
-> Number of opportunities for stakeholders to achieve their desired outcomes	24	2.0	i i i i i
-> Number of opportunities for employees to achieve desired outcomes.	25	2.0	25 2.0
1	26	2.0	at soilbe thate that

Evaluation Of Business Concepts

## CONCEPT SELECTION AND EVALUATION ANALYSIS

	L		9	8	_	_	1	Ļ	
FIG. 22		w	1.6	9.6	1.6	33	3.6	<u>ç</u> a 1.1	Total Score ' بالما الما الما الما الما الما الما الم
		2				4.0	4.0	2	Total Disadvantages
	2	1	91.6	89.6	91.6	43.3	33.6 33.1	>	Total Advantages
	-	2.0	+	8	+	₩-	S	26	Number of self-destructive dependencies
		2.0	+	+	+	H	<del>                                     </del>	25	-> Number of opportunities for employees to achieve desired outcomes
		2.0	+	+	+	+	2	24	-> Number of opportunities for stakeholders to achieve their desired outcomes 2
		2.1	+	+	+	$\vdash$	+	23	
		2.4	+	+	+	+	+	22	-> Number of opportunities for investors to achieve their desired outcomes
		2.6	S	S	S	S	S	21	
		2.7	S	S	S	├	├	20	ercent of actions that are externally motivated
		├	+	+	+	S	8	19	Percent of plans that are out of phase with long term plans
		2.8	+	+	+	S	2	18	-> Number of defenses from threats/danger
			+	+	+	-	-	17	-> Number of failures linked to inadequate actions
		3.0	S	S	S	S	S	16	-≯ Percent of positive actions that are rewarded
		3.4	+	+	+	S	⊢	5	-> Percent of long-term outcomes considered in decision making
		3.5	+	+	+	+	S	14	-> Number of opportunities for creative thinking
		$\vdash$	+	+	+	<b>+</b>	S	3	plans affecting themselves
		3.8	+	+	+	+	S	12	Time it takes to turn ideas into something of value
		3.9	+	+	+	+	S	13	-> Percent of actions taken to grow a skill
		3.9	+	+	+	+	<u> </u>	0	Percent of actions that cannot be traced to the delivery of value
		4.1	+	+	+	\ +	+	9	-> Percent of actions taken to establish a strength
		4.3	+	+	+	+	5	8	Percent of actions taken that will not predict success
		4.9	+	+	+	S	SS	7	Percent of uncovered opportunities for customers to achieve their DO's
		4.9	+	+	+	+	S	6	Percent of actions coordinated across all funtions
		5.5	+	+	+	S	S	5	-> Percent of decisions that consider all the facts
		5.6	+	+	+	+	+ :	4	-> Percent of employees that are involved in decisions affecting themselves
		Н	+	+	+	S	S	٤	-> Percent of required actions prioritized for synegistic value
		7.2	+	+	+	+	+ S	2	ng
		8.2	+	+	+	<b>S</b> +		1	-> Percent of decisions made through organizational consensus
	2	1	6 7	5	4	3	1		CONCERT SELECTION AND EVALUATION ANALTSIS
					L			1	CONTEST SETESTION AND EVALUATION ANALYSIS

<u>2</u>a

Target Values For Prioritized Metrics
MANAGEMENT'S REQUIREMENTS ON ITS ORGANIZATION

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Number of self-destructive dependencies	Number of opportunities for employees to achieve desired outcomes	Number of opportunities for stakeholders to achieve their desired outcomes	Percent of known characteristics of the target customer	Number of opportunities for investors to achieve their desired outcomes	Percent of skills acquired to achieve the desired results	Percent of actions that are externally motivated	Percent of plans that are out of phase with long term plans	nber of defenses from threats/danger	Number of failures linked to inadequate actions	Percent of positive actions that are rewarded	Percent of long-term outcomes considered in decision making	Number of opportunities for creative thinking	Percent of employees that are committed to plans affecting themselves	Time it takes to turn ideas into something of value	Percent of actions taken to grow a skill	Percent of actions that cannot be traced to the delivery of value	Percent of actions taken to establish a strength	Percent of actions taken that will not predict success	Percent of uncovered opportunities for customers to achieve their DO's	Percent of actions coordinated across all funtions	rcent of decisions that consider all the facts	Percent of employees that are involved in decisions affecting themselves	Percent of required actions prioritized for synegistic value	Percent of knowledgable employees involved in decision making	Percent of decisions made through organizational consensus	
26	25	24	23	22	21	20	19	ळ	17	5	5	7	교	12	11	6	9	8	7	6	5	4	ω	2		
2.0	2.0	2.0	2.1	2.4	2.6	2.7	2.8	2.8	2.9	3.0	3.4	3.5	3.6	3.8 8.8	3.9	3.9	4.1	4.3	4.9	4.9	5.5	5.6	5.9	7.2	8.2	1
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																2%	95%	2%	98%	98%	99%	95%	95%	95%	99%	6

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			QFD, 4 Phase vs. Typical Appro
		2	Process Reengineering vs. Typical Approach
		3	Teams vs. Typical Non-Team Approach
1	(22) <u>-</u>	4	Invention vs. Typical Approach
<u>-</u> IG.		5	Invention vs. QFD
1		6	
N		7	ideal Theoretical Approach
22b		1	Normalized Importance
		2	Maximum value = 10.0 Normalized Importance
			Minimum value = 1.0

		1	Normalized Importance
		2	Maximum value = 10.0
			Normalized Importance
	_		
FIG.	23a		Minimum value = 0.0
G	(Ba)	3	Current Value of Most Organizations
23b	;	4	Target Value 1996
<u>8</u>		5	Target Value 1997
		6	Target Value 1999
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